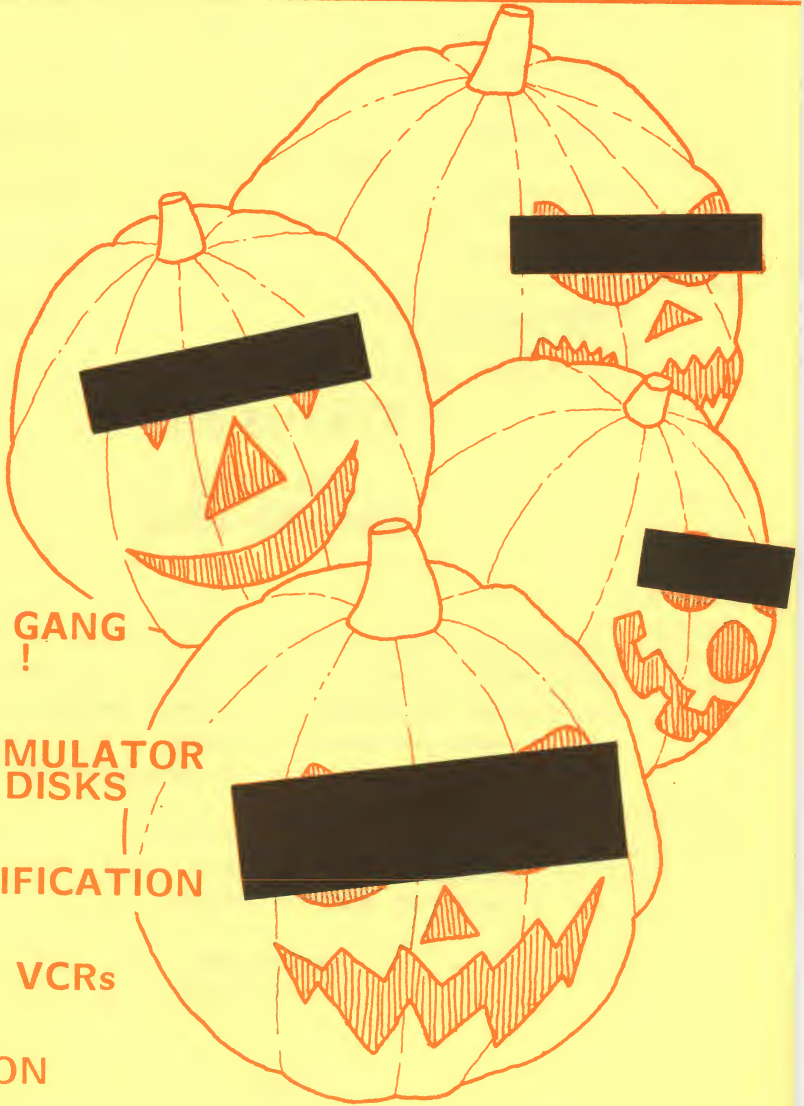


status

N E W S L E T T E R

VOLUME 5 ❖ ISSUE 10

OCTOBER ❖ 1986



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SCENERY DISKS

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Editor's File

The Electronic Article Exchange, **Search & REPLACE** (Search & Seizure to my fellow Sysops) is starting to build up some steam. In the past month I've had calls from Nevada, Ohio and Florida. If you've called and had a problem of any kind, get in touch with me either with a (C)omment, or by leaving me a message on the STATUS board, or (now here's a novel idea) in *person* at one of the meetings... That number again, **804-490-1348**, and remember, operators are standing by!

The news from "el Presidente" is that he won't be returning from North Carolina until the end of October, seems the **Marines** can't live without him... In his absence, Nip Harrison continues to fill in at the meetings and in this Newsletter, thanks Nip!

Some of you may have noticed that the "guilt meter" no longer graces the cover of the Newsletter... that's because it **worked!!!** Since that little gem was instituted, I've been overwhelmed, nay, *swamped* with submissions (well, just sort of given them) my thanks

to all of you and hopes that you'll keep it up.

You may notice that there's no column from that irascible reprobate (he made me say that) **Dr. Floppy**, the reason for that is that he's trying to come up with a new system for generating questions. It seems that after putting down Doug Boynton's address for mail, the police began to stake out Mr. B's home... The doctor says he'll be in touch, probably through that venerable old device: the questionnaire...

~~~~~  
**In the past month  
I've had calls from  
Nevada, Ohio and  
Florida...**  
~~~~~

I'm going to be looking for a little help with the Newsletter Exchange... someone(s) to organize this info so that it can be spread to the group more efficiently, so if the idea of reading 60 newsletter a month appeals to you, get in touch.

Went to the Stephen King lecture the other night, and was interested to find out that he **doesn't** use a word processor... he says the pages never seem to end!

Flight Simulator Scenery Disks

By Doug Boynton

Tired of making the run from Meigs Field in Chicago to Kankakee? Flown your plane through the twin towers of the World Trade Center so often it's old hat now?

Perhaps you need some new scenery. Go out and buy some. I did.

The much-ballyhooed "Scenery Disks" for **Flight Simulator II** are now available for the Atari 800/XL/XE computers from subLOGIC. I'd like to say they're the greatest thing to come along since **Flight Simulator II**. I'd like to, but I can't.

LiketheirCommodore/IBM /Apple counterparts, the first disks out of the chute included the Western US (Six of them), Japan, and the "STAR" Scenery Disk for San Francisco. More about the "STAR" disk in a moment.

First the bad news. Disks 1-6 (The Western US disks) are not as highly detailed as the disks included with the original FSII package. Airports do not have taxiways, so the pretty blue lights aren't seen at night, and that makes the

airports a little tougher to find during night-time flying. It also makes all of the airports, large and small, seem like a grass strip out in the middle of a farmer's field.

There is no "pop-up" scenery like the landmarks in New York, Chicago, or Seattle. (Familiar to flyers of the basic FSII disks.)

Now, more bad news. The maps included with Scenery Disks 1-6 are woefully inadequate. They appear to have been computer-generated; they don't include the names of the cities, any other landmarks, or even the state lines! All of the airport information is in a separate pamphlet. (also woefully inadequate!)

~~~~~ **Tired of making the run from Meigs Field to Kankakee...?** ~~~~~

Now, admittedly, true Flight Simulator enthusiasts don't use the maps, anyway. They run down to the nearest NOAA office and buy the real thing - Sectional Aeronautical Charts; but still, the FSII maps used to include a lot of handy information in a convenient size, and right at

your fingertips. Grrr.

There's more. Forget trying to use your (voice) radio. You can't "talk" to the tower. No one's home. The communications radios were eliminated from the new Scenery Disks.

If you get the impression I'm getting worked up here, you're right. Because the best is yet to come.

So far, I have purchased four of the Scenery Disks. Two of them haven't worked, and I'm suspicious of one more.

The San Francisco "STAR" disk supposedly has been "packed" with scenery - ideal for those sightseeing flights over the city. Unfortunately, every time you try to fly over it, the disk locks up. All of the disks in that particular release were defective. SubLOGIC has recalled them all from distributors. Kent and Anita Irwin at INTERFACE were kind enough to replace the disk with a different one - the Japan Scenery Disk. In talking with the folks at subLOGIC, they say there have been problems reported with that one, as well.

I purchased two of the six Western US disks. One of them is entirely *blank*. I suppose that one will go back, too, although the temptation to use it for a beer coaster was awfully strong.

I did speak with Helen Mardis in Customer Service at subLOGIC. Here's the story. Detail is gone because each disk covers such a large area, and that's just "too much to handle" on one disk. 12 disks cover the entire Continental US. Ditto the radio communication with the tower, and ditto the maps. Since the scenery is limited, she says there just "isn't the information there" to put on the maps. She does say that the maps will be redone for upcoming scenery disks 7-12, and will have a "bit more detail". I hope so. I would think a Rocky Mountain or two would be worth reproducing!

She says if it's scenery I want, I'll love the San Francisco "STAR" disk. You remember, the one packed with scenery. The one that didn't work. She also says problems have been reported with the Japan disk. Kent at INTERFACE says that one's been recalled, too.

- Sigh. What's an intrep-

id flyer to do? Since these things have been promised since last fall (there were ads for them in the magazines in time for last Christmas), I suspect they rushed them out the door a little too soon in time for *this* Christmas. If the retailers won't make good on the bum disks, subLOGIC says it certainly intends to. Kent and Anita at INTERFACE have been more than gracious, offering my money back, or to keep on trying them until I get one that works. (Take THAT, mail order houses!)

There have been some really nice moments in "flying" the new disks. There is some nice scenery on the Japan disk. The view of Mt. Fuji is very nice, and you can actually fly through the mountains. That's nice, too.

I'll keep on trying. Despite the problems and disappointments, it IS new scenery. I don't know how many more flights from Seattle to Olympia I could have taken. Whether the disks are right for you depends, I guess on how much of a FSII enthusiast you are.

A special note here. I mentioned how accommodating the folks at INTERFACE have

been. Most computer purchases are "impulse" purchases. Likewise, when something is wrong, I want it fixed yesterday. Kent and Anita really understand this, and go out of their way to make things right. That's what having a software store in town with knowledgeable people in it is all about!

FLIGHT SIMULATOR SCENERY DISKS

Suggested Retail: \$19.95

Western US (1-6)

Japan

"STAR" Disk - San Francisco
subLOGIC Corporation
Champaign, IL

Write Enable Switch for the Atari 1050 Disk Drive

By Tom Kerschen (Sparky)

What this modification does is allow you to write to the back of a disk, or to any write protected disk, without notching the disk. The switch will allow you to set the **Normal Operation** of the disk drive, **Always Allow** writing to a disk, or **Never Allow** writing to the disk.

PARTS NEEDED

- 1 DPDT Switch with CENTER position OFF (Radio Shack #275-620)
- 1 LED (Radio Shack #276-068)
- 6 feet of 24 gauge insulated copper wire.

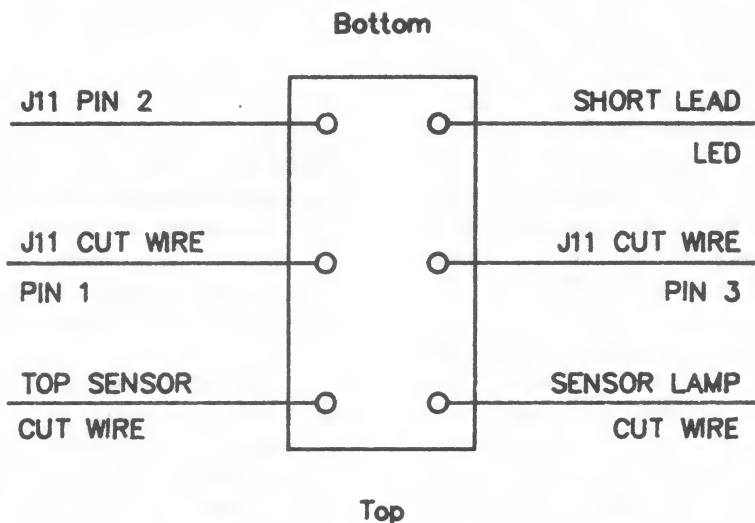
TOOLS NEEDED

- Small Needle Nose pliers
- Phillips screwdriver
- Low wattage solder iron
- Small drill
- 1/4 inch drill bit

GETTING STARTED

Remove the 6 screws from the bottom of the disk drive and take the top and front of

the drive off. Now you need to decide where you would like to mount the switch. I have mine mounted in the front on the left hand side with the LED right above it. As for these instructions, I will assume that is where the switch and light will be mounted. You will need to position the switch and drill a 1/4 inch hole. Now you need to position the LED and drill a 1/4 inch hole, be sure to watch and leave room for the switch. Solder a 16 inch piece of wire onto each of the 6 terminals of the switch. Wire in the switch and LED as per the following drawing:



To help make the drawing make sense, the J11 connector is located in the back left of the main board of the drive. It is the 4 wire connector closest to the front. They are numbered from 1 to 4 starting at the front of the disk drive. Cut the wire going to connector pin 1 and from the connector solder the wire coming from the middle terminal of the switch. The other end of the wire you just cut solders onto the wire from the switch that's labeled (top sensor cut wire). The wire from the switch that is labeled (J11 pin 2) solders with the existing wire on the connector pin 2. Cut the wire going to connector pin 3 and from the connector solder the wire coming from the 2nd middle terminal of the switch. The other end of that wire you cut solders to the wire coming from the switch labeled (sensor lamp cut wire). Solder a wire with the existing wire on connector pin 4 and hook it up to the long lead of your new LED.

That completes all the wiring. Make certain that all the wires are properly connected and the connector J11 is hooked back up. Re-assemble the case watching so that the new wires do not get pinched under the sides

or between the screw stands.

You no longer need to punch the notch into your disk to write to the back. With the switch down you are in the **NORMAL** position. With the switch in the middle position you are in the **PROTECTED** position. (that is you can not write to even a notched disk), and in the up position you are in the **WRITE ALLOWED** position.

If you have questions or problems call the PALACE BBS (316) 683-4605 and leave mail to the SYSOP or Sparky (CO-SYSOP) and I'll try to answer them for you.

Mean 18

By Gene Rodriguez III

First and foremost, let me say that Accolade, Rex Bradford, and George Karalias (company and designers, respectively) have an unqualified success on their hands! I speak in such glowing terms, of course, of the new golf simulation: **Mean 18...**

Where to begin? Ah, the joys of reviewing the perfect program. If you've ever had any interest in the game of golf, or in good computer simulations in general, then you'll immediately fall in

love with this game! I know that sounds like a rather sweeping statement, but if you've seen or played this game then you're already among the converted and can relate to my enthusiasm.

~~~~~  
**But right now,  
it's off to the  
first tee!**  
~~~~~

Alright, the nuts and bolts. Imagine yourself at the pro tee of the 11th hole at Augusta National: a slight dog-leg to the left, water down the left side of the fairway... a par four. You gage your shot and begin your back swing; the muscles in your shoulders telling you they're at their limit, you begin to come down on the ball... at the last minute you snap your wrist, giving the ball just the right amount of hook to put it down the fairway in great position for your second shot.

The gallery goes wild.

Mean 18 uses a bar scale on the right side of the screen to judge the power of your swing, and thus your distance. But the power scale does much more than that: clicking the button on your mouse once starts your

back swing, clicking a second time determines how much power you supply, and a final click (and a tough one at that!) decides whether you hook, slice or send it screaming straight down the fairway.

This system, which is also used for putting, forces the player (just like in the real thing) to develop a sense of timing, forces the player to *feel* the swing (and as Chevy Chase said in Caddyshack: "BE the ball"). The attention to detail and realism is, I think, one of the most impressive things about this package.

The game comes with four courses that you can test your skills on, along with a practice tee and green. Three of the courses are among some of the most well known in golf (Pebble Beach, Augusta National, St. Andrews) while the fourth is fictitious country club (Bush Hill). All of them offer challenges galore, from water to sand and everything in between.

Play progresses in a view down the fair from behind and to the right of the player. Once the ball is hit (the player *easing* back, then letting loose) you watch

it fly down the fairway, your tee jumping a few yards ahead, the shadow of the ball racing down the grass. In this manner, you move down the length of the hole, avoiding, where possible, obstacles like sand, water, trees (nice sound effects when you *swish* through the leaves) and rough.

Once you make it to the green, the point-of-view shifts to overhead, and you are given a pointer to aim your ball towards the hole. Watch out for the chevrons on the green which denote "breaks" and slopes that would just love to throw your ball off course! There now, that wasn't so hard was it? Let's look at your score card... an 8?!? Oh well, back to the driving range.

Some nice touches I didn't notice 'til I'd been playing awhile: In multi-player mode (up to four) each player wears a different colored shirt... Life like sound effects when landing in water or trees... The background shifts as your field of view does, giving a nice 360 degree illusion... The "bending" of the fairway up and down (visually) to give the illusion of topography.

All in all, I'm very impressed with Accolade's product (good documentation), also with their decision to make the ATARI ST the only other machine besides the IBM to get the debut version.

Now, as if all that wasn't enough, let's talk about the **Course Architect**. That's right! Not only is the game great, but it also allows you to create your own courses! This is accomplished with a completely different program that comes with the game, and it was used to create the courses that come with Mean 18.

When you boot this program it loads an existing course (you can't start from scratch, and who would want to) for you to modify. Once the course is loaded the sky's the limit! Want to move the tees back? Fine. Change the size of the green? No problem. Add some more water or sand? Throw it in!

The program uses a structure similar to most "sketch" programs: using a menu of brush sizes, and a rainbow pallet, anything and everything can be manipulated. Trees, fairway, even the background itself is fair game for your creative tal-

ents. I'm working on a course called **Reptile Beach** at the moment that contains lots of water, and for my next course I'm going in a completely different direction for a course with lots of sand.

But right now, it's off to the first tee!

Computer Assisted Video Productions

By Robert G. Eure

This article could have been titled "How You Can Use Your ATARI Computer To Make Home Movies", but I thought I would get your attention quicker by giving a Low-Tech article a High-Tech title. If you have read this far, it must have worked. In this article, I will explain how the ATARI computer can be used as a screen titler when video taping and how it can even produce the soundtrack.

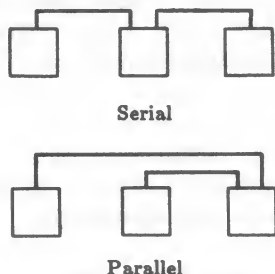
To begin, you (as movie producer) will need: a computer that has a composite video output, a Video Cassette Recorder (VCR), a video camera and a television or a monitor with video and audio lines in or out. The assumption here, is that you intend to use the video camera to make home movies and, to save

big bucks on the expense of a title generator, you choose to use your computer as a title generator. Some disadvantages are that you can't overlay the title on the picture while taping a scene with the video camera, and you aren't always near your computer when you want to add a new title. Some advantages are that your imagination and programing ability are generally much more versatile and creative than the video camera title generators, and you can use music programs to record the soundtrack.

The Atari Computer can be used as a screen titler...

Basically, to record titles with monitoring capability, you have two options for making the required connections. The ATARI 800 has both a Radio Frequency (RF) Output and a Composite Video Output that have signals being generated concurrently from the computer. This allows either a **series** or **parallel** circuit, depending on your available resources. A *series* circuit is made by using the computer's composite video output only and connecting it to either the monitor or VCR video line in,

and then running from that unit's video line out to the other unit's video line in. All switches should be set such that any picture generated by the computer, like the BASIC "Ready" prompt, will be displayed by the monitor.



A *parallel* circuit is made by using both the computer's composite video output and the RF output. Simply connect one to the VCR and the other to the monitor. If using the RF output on the VCR, you may need to connect the RF output RCA phono plug to a switch box, then the switch box to an adaptor plug and finally, the adaptor plug to the VHF 75 Ohm VCR jack.

Where composite video connections are used, the audio connections follow the same path as the video lines. A video camera is not necessary if you intend to completely animate your production, however, you may find it useful otherwise. Remem-

ber to disconnect the camera to prevent your computer circuit from being overridden.

Try the following operating procedure to prepare for computer recording... Use **Search** and **Play** to locate the desired tape position for recording. Next, **Pause** the **Play** mode and go to the **Record** mode, if possible, while the tape is still threaded. To test your circuit, load and run a demo program, releasing the **Pause** just before the program begins. **Pause** again as soon as the demo is finished. Now rewind and play back the demo on videotape. Avoid operating the VCR in the **Pause** mode as much as possible, as this wears on the tape and pickup heads.

Assuming the circuit test worked, all that remains is software. If you have a BASIC music program, you can add instructions to create a graphics screen first and then play the music while retaining the graphics screen. This will give your title a soundtrack, provided the audio connections were made properly. To record it, follow the above procedure.

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Movie Leader

By Ron Johnson

[Editor's Note: Funny you should mention software, Bob...]

My wife, Robbie, and I collect movies. We put as many on each VCR tape on extended play as will fit. Rather than record whatever is on TV at the moment as a leader, I wrote the following BASIC program to act as an introduction to the next movie, as well as a leader.

The program asks for the leader length (countdown up to 99 seconds) and for the name of the movie (up to 40 characters, including spaces). There is no error trapping for times or lengths exceeding the mentioned values. Lines 85 through 135 check for spaces between words in the title and to center the title. A title up to two lines long, centered, is possible. Any word longer than 20 characters without a space will cause an error. Lines 70 through 135 may be deleted if no title is needed. Change position to 1,3 in line 140 for better centering.

After the countdown, a sign flashes on saying that the movie is starting. The

next movie may then be recorded at any time. If varying brightness is desired, remove the rem from lines 390 and 400.

This program runs on any 8-bit ATARI, but will only attach to the VCR via the monitor input/output lines on both the VCR and computer respectively. On my 4-head model, a switch on the front must be moved from "TV" to "Auxillary" before the monitor input jack will be active. On some machines, this switch is labeled "Camera/TV".

I hope someone with vertical interrupt understanding will put some Scott Joplin music with the video and make the program more exciting to use!

Bounty On Pirates

(c) 1986 Compuserve

Software pirates beware! The Software Publishers Association is extending its war on piracy to computer bulletin board systems that illegally distribute copyrighted software.

The SPA is offering a \$100 reward to the first individual who provides the follow-

```

5 DIM NAME$(40)
10 REM FOR STATUS BY R E JOHNSON
15 REM THE LEADER FOR MOVIE SPACING
20 REM ON VCR LONG PLAY TAPES.
25 REM INPUT COUNTDOWN TIME IN SECONDS
30 REM IN LINE 65 AS TIMEDIF.
35 REM INPUT MOVIE NAME IN LINE 80
40 REM AS NAME$, LIMIT TO 40 CHARS.
45 ? CHR$(125)
50 ? " INPUT DELAY IN SECONDS"
55 REM OR MAKE TIMEDIF A CONSTANT
60 REM SAY 20 SECONDS.
65 INPUT TIMEDIF
70 ? CHR$(125)
75 ? " INPUT MOVIE NAME (40 CHAR MAX)"
80 INPUT NAME$
85 LET LENGTH=LEN(NAME$)
90 POKE 752,1:N=0:CHANGE=62:SECOND=0:GRAPHICS 18
95 IF LENGTH>20 THEN GOTO 110
100 ADJ=INT((20-LENGTH)/2)
105 POSITION ADJ,2:? #6;NAME$:GOTO 140
110 N=0
115 IF NAME$(20-N,20-N)=" " THEN GOTO 125
120 N=N+1:GOTO 115
125 ADJ1=INT(N/2):ADJ2=INT((40-LENGTH-N)/2)
130 POSITION ADJ1,1:? #6;NAME$(1,20-N)
135 POSITION ADJ2,2:? #6;NAME$(20-N+1,LENGTH)
140 POSITION 1,4:? #6;" movie starts in.."
145 COUNTDN=TIMEDIF-SECOND
150 IF COUNTDN<10 THEN 160
155 POSITION 4,6:? #6;COUNTDN;:? #6;" SECONDS":GOTO 165
160 POSITION 4,6:? #6;"0";:? #6;COUNTDN;:? #6;" SECONDS"
165 POSITION N,9
170 ? #6;CHR$(CHANGE)
175 N=N+1:IF N=20 THEN N=0:CHANGE=CHANGE-2
180 SECOND=SECOND+1
185 IF COUNTDN<1 THEN 200
190 FOR WAIT=1 TO 395:NEXT WAIT:GOTO 145
200 GRAPHICS 0:GRAPHICS 18:POSITION 0,1
210 ? #6;" ??????????????????"
220 ? #6;" "
230 ? #6;" "
240 ? #6;" " THE MOVIE "
250 ? #6;" "
260 ? #6;" "
270 ? #6;" " IS STARTING! "
280 ? #6;" "
290 ? #6;" "
300 ? #6;" ??????????????????"
305 BRIGHT=6
310 SETCOLOR 2,4,BRIGHT
320 SETCOLOR 0,10,BRIGHT
330 FOR DELAY=1 TO 150:NEXT DELAY
340 SETCOLOR 0,4,BRIGHT
350 SETCOLOR 2,10,BRIGHT
360 FOR DELAY=1 TO 150:NEXT DELAY
370 REM BRIGHT=BRIGHT-2
380 REM IF BRIGHT=2 THEN BRIGHT=14
390 GOTO 310
400 END

```


ing information about a pirate bulletin board in the United States or Canada:

- The name of the bulletin board, phone number and log-on information to the system.

- The full street address of the board and the full name of the system operator.

- A disk containing copyrighted materials downloaded from the system.

- A printout showing all other copyrighted materials available on the board with the date on which the printout was made.

"Although the Software Publishers Association believes that most electronic bulletin boards perform a valuable service of facilitating the exchange of information among PC owners," SPA Director Ken Wasch said, "we are concerned with the recent proliferation of electronic bulletin boards that are regularly used as vehicles to unlawfully distribute copyrighted software."

"These pirate bulletin boards are, in essence, stealing from both the user and the software industry that depends on software

sales to recover the enormous development costs reflected in each software application," he added.

~~~~~  
**The SPA is offering  
a \$100.00 reward...**  
~~~~~

While Wasch said the "overwhelming majority" of thousands of BBS's are clean, he believes that more than 1000 other BBS's offer commercial software illegally. He hoped the bounty would deter the pirate boards so prosecution could be avoided.

The SPA may contact the board and request its immediate shut-down or refer the evidence to the local office of the FBI for an investigation into possible criminal violations of the federal copyright laws. Upon verification of the information provided, the SPA will send a \$100 check to the informer. The identity of the informant will be held strictly confidential, he added.

The offer begins on September 1st and will continue until November 1st. For more information, contact the SPA at 1111 19th St NW, Suite 1200, Washington, D.C. 20036 or call 202-452-1600.

The SPA recently closed down a bulletin board in Cincinnati which distributed copyrighted software. The trade group representing 150 software publishers is in the process of working with members of Congress to enact federal legislation protecting software publishers.

Support Your Local Store or How to Keep Prices Down

By Nip Harrison

Watching computer stores come and go has bothered me for many years. Every computer owner would like to see good programs at reasonable prices, yet it is these very same people who create high priced programs. I know, you say I am crazy... read on.

I have found that everyone likes mail order programs (except me). It is true that you can really get some good deals, but it is also very dangerous to the local computer merchant.

Those that continue to buy from mail order create a vicious circle. It seems the more money that leaves the area for mail order, the less money is available to support jobs and businesses in the

local area. In turn these stores are forced to raise their prices to try and make up for the differences caused by the lack of volume.

Let's look at the pro's and con's of mail order.

Pro's:

1> Programs and Hardware at a cheaper price.

2> ?

Con's:

1> Takes too long to get product.

2> One does not know exactly what one might get.

3> Many trips to the post office to 'try and return or repair the product.

4> Not too much support. The ol' "you brought it sucker" attitude.

5> Fraud - Not getting what you paid for.

6> Giving money to people who could care less about you.

...and the list goes on.

Lets look at the pro's and con's of your local computer store.

Pro's:

1> Programs and hardware readily available.

2> You can test the program or hardware out.

3> Reasonable exchanges or repairs.

4> All the support you will ever need. They want you back.

5> You get the product when you pay for it.

6> Prices go down when volume goes up.

Con's:

1> Prices are higher because of lack of volume.

2> Products available in mail order are not available at local store.

I know and understand that most people will take the hard road to try and save a dollar, but I hope to suggest a happy medium.

If you find a great deal from a mail order company, before sending your money away, try your local store. Talk to them and get to know them, more than likely they will order the product for you and only charge you a reasonable percentage for

handling. On some items the mail order company will discount even more to a distributor and you could get it for the same price as advertised.

The whole idea here is to make your local computer store more profitable and help them keep their doors open to you.

Now don't you feel good about yourself!

Let's support.

Opinions expressed in this publication are those of the individual authors and do not necessarily express or reflect the opinions of the Southside Tidewater Atari Technical Users Society (STATUS). Some material contained herein may have been taken from Bulletin Board Systems and/or Newsletters of other groups and should not be construed as fact.

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Meetings: STATUS meetings are held on the first and third Thursdays of the month at the 7-UP Bottling Company, 5700 Ward Avenue, in Virginia Beach at 7:30 p.m. All interested parties are welcome to attend.

Newsletter Articles:

Submitted articles are preferred as disk text files, but will be gratefully accepted as hard copy (including handwriting) if you do not have a disk drive. If you have a modem, you can upload your articles to the Editor by calling the STATUS BBS at 468-1096. Articles may be submitted at any time, but will probably not make that month's Newsletter if submitted less than one week prior to the first meeting of the month.

S.T.A.T.U.S
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